NBF-GV

COSMO POLICE GALIVAN™

COSMO POLICE
GALIVAN

INSTRUCTION MANUAL

© 1988
Nihonbussan Co.,Ltd.

NES-GV-07

NINTENDO ENTERTAINMENT SYSTEM™

Nichibutsu

Thank you very much for purchasing the Nichibutsu Cosmo Police Galivan™ Game Pak for your Nintendo Entertainment System®.
To ensure you enjoy playing the game, please read this instruction manual carefully before use.

PRECAUTIONS

- This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- Do not clean with benzene, paint thinner, or other such solvents.

WARNING REGARDING SAVE DATA

- If you insert or remove the Game Pak while the power is on, or if you switch the power ON and OFF carelessly, the backed-up save data may be lost.

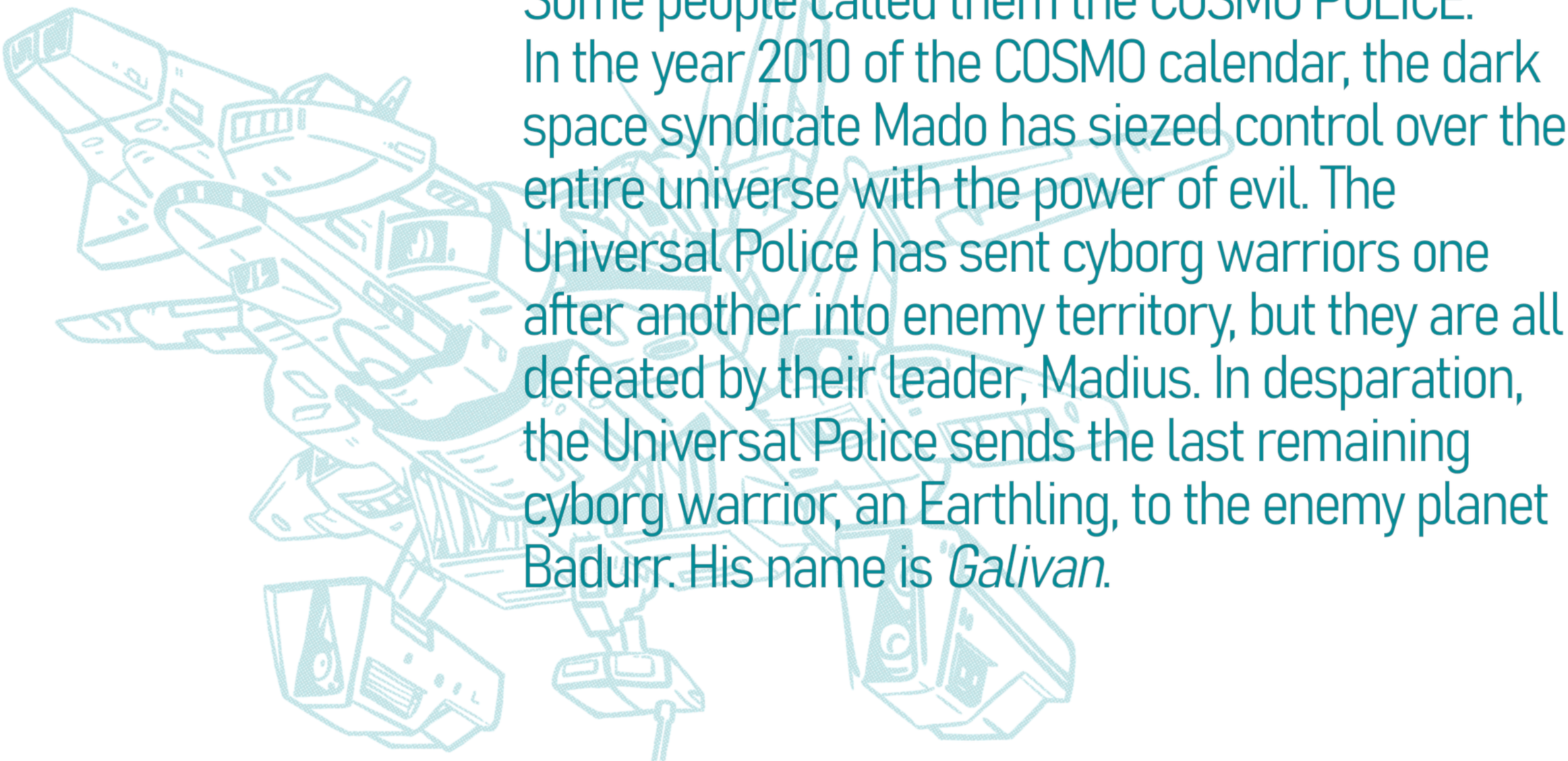
CONTENTS

1 Game Story ····· 1
2 Overview ····· 2
3 Game Start ····· 3 • 4
4 Controls ····· 5 ~ 7
5 Main Screen ····· 8 ~12
6 Sub-Screen ····· 13~26
- Area ····· 14
- Special Items ····· 15 • 16
- Blades ····· 17 • 18
- Weapons ····· 19 • 20
- Items ····· 21~26

7 When You Die ····· 27
8 Gameplay Tips ····· 28~30
- Strategies ····· 31~36

GAME STORY

UNIVERSAL POLICE - A group of cyborg warriors formed to protect peace in the universe.
Some people called them the COSMO POLICE.
In the year 2010 of the COSMO calendar, the dark space syndicate Mado has siezed control over the entire universe with the power of evil. The Universal Police has sent cyborg warriors one after another into enemy territory, but they are all defeated by their leader, Madius. In desparation, the Universal Police sends the last remaining cyborg warrior, an Earthling, to the enemy planet Badurr. His name is *Galivan*.



2 OVERVIEW

At the start of the game, Galivan's only weapon is his Beam Blade. He has no other equipment.
By defeating enemies with the Beam Blade, Galivan will gain experience points (EXP). Galivan will level up when enough EXP is earned, and his maximum hit points (HP) and crystal power (CP) will increase as he transforms into a stronger cyborg warrior. His blade will also gain EXP as enemies are cut down, increasing in strength with each level gained. Enemies may even drop useful items when defeated.

Galivan must explore and solve puzzles in order to reach the boss of each of the six areas before confronting Madius, the leader of Mado. Only with the Cosmo Blade, the most powerful weapon, will Galivan be able to defeat Madius and restore peace to the universe.

3 GAME START

When you turn on the Nintendo Entertainment System, the title screen will be displayed. After a while, it will change to a demo screen where the story of the game will be shown. Pressing any button on the controller during the demo will return the game to the title screen. While the title screen is displayed, use the controller's **SELECT** button to choose START or CONTINUE, then press the **START** button to begin the game.

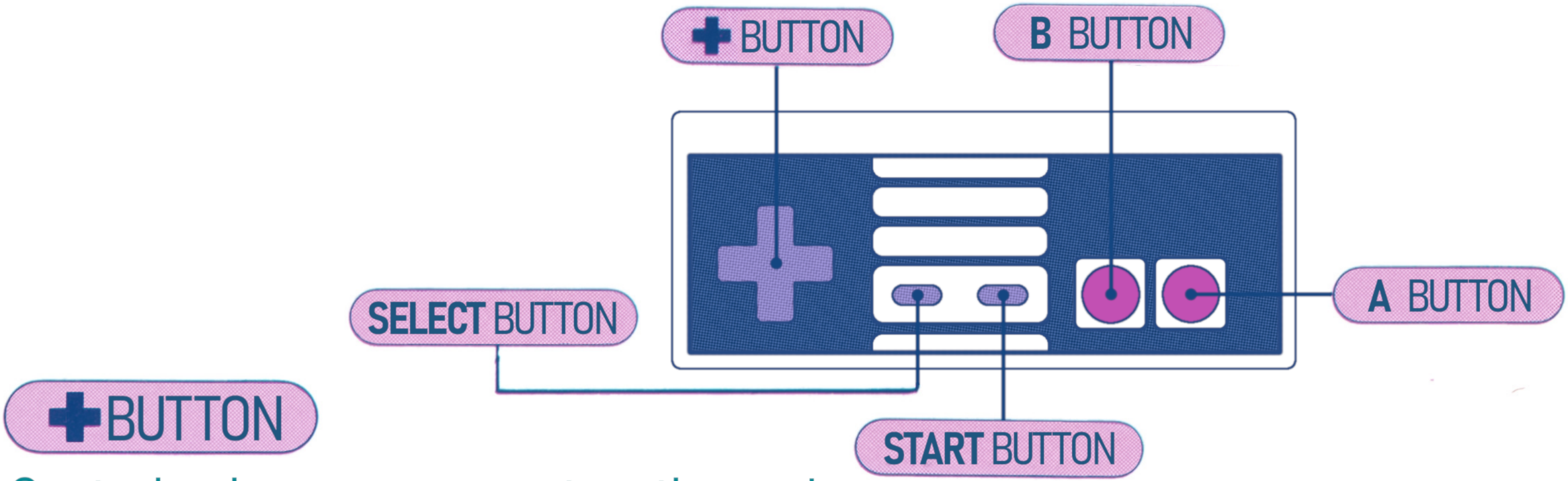
Title Screen

- **START** Choose this option to start a new game.
  If you want to continue your progress, do not choose START, as this will erase the save data and you will start from the beginning.
- **CONTINUE** Choose this to continue your adventure using your previously saved data. If you select CONTINUE and press the **start** button, the game will resume from the starting point of the area where you last saved.

BE SURE TO SAVE!

If you wish to end the game, first press the reset button on the NES console before turning it off. This will protect your save data.

4 CONTROLS



✚BUTTON

Controls player movement on the main screen.

(UP) Use this with the (B) button to attack upwards.
(LEFT/RIGHT) Moves the player left and right.
(DOWN) Allows the player to crouch.

- Jet boots move the player in eight directions when used.
- Use this to select blades, weapons, and items on the sub-screen.

A BUTTON

Makes the player jump. Taking a running start will increase jump height. This button will also progress conversations with allies and enemies.

B BUTTON

Allows you to use blades, weapons, and items on the main screen.

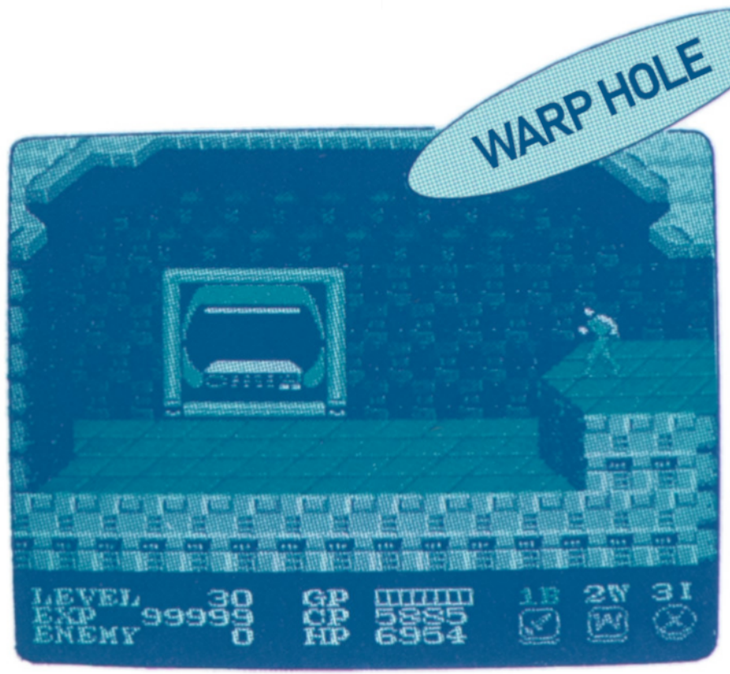
START BUTTON

Confirms START or CONTINUE on the title screen. This button will also bring up the sub-screens during gameplay.

SELECT BUTTON

Switches between START and CONTINUE on the title screen. This button will also switch between blades, weapons, and items on the sub-screen and during gameplay.

SPECIAL MAIN SCREEN CONTROLS



TOUCH THE WARP HOLE

+

A and **B** Buttons at the same time
Use a warp hole to be transported to another dimension!

CHOOSE WITH ✚ BUTTON

+

A or **B** Button
Answer YES or NO when you enter a room where an enemy speaks to you.

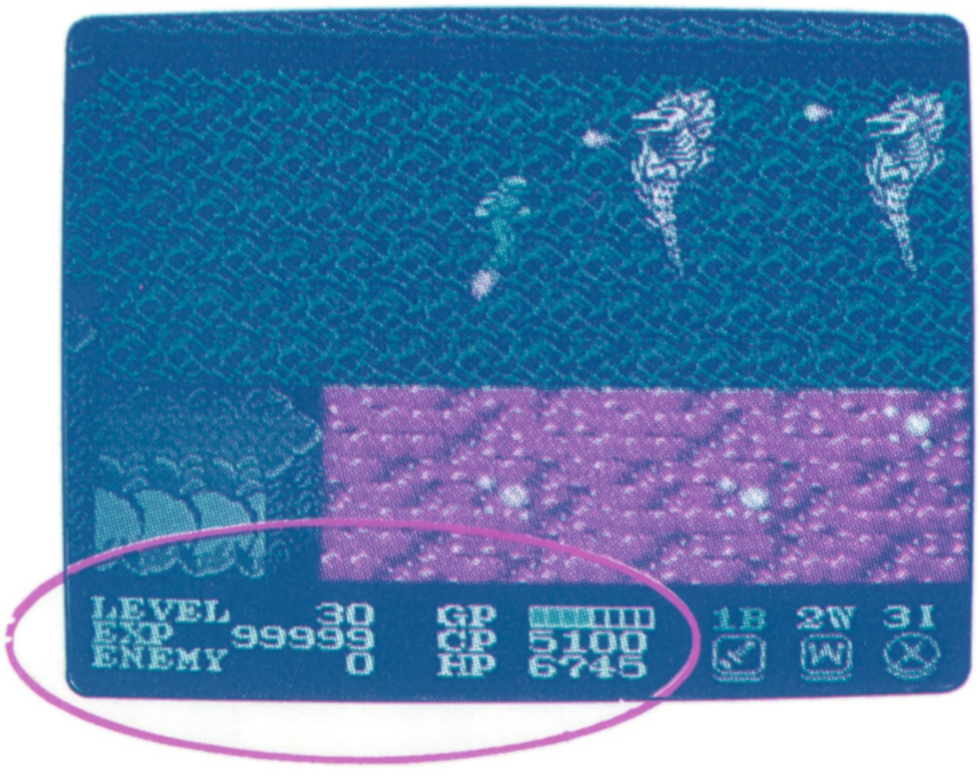
FACE EACH OTHER

+

✚ (DOWN)
Once you find an ally, listen to what they have to say. Press **A** to continue.

5 MAIN SCREEN

The player is shown in the center of the screen and can move with the ✚ button, jump with the **A** button, and attack with the **B** button. The player's current status is shown at the bottom of the screen, alongside icons indicating the selected blade, weapon, or item.



LEVEL

This indicates the level of a player's strength, and increases when EXP reaches a certain value.

EXP

This represents the player's experience points, which increase each time an enemy is defeated.

ENEMY

This represents the HP (Hit Points) of any boss in the current area. This value is shown when a boss appears and decreases as you deal damage to it. The boss will be defeated when it reaches 0.

GP (GUARD PROTECTION)

This represents the meter of the player's transformation ability. Some enemies will drop Protect Crystals when defeated which will fill up the GP meter when collected. Once the meter is full, you will transform. The amount of damage the player takes is halved while transformed.

CP (Crystal Power)

This item represents the power consumed when a player uses a weapon or item. By collecting CP capsules dropped by enemies, players can use weapons and items.
Weapons and items all consume different amounts of CP, and cannot be used if the required amount is not available.
The CP limit will increase for each level that the player gains.

HP (Hit Points)

This represents the player's vitality. HP can be recovered by collecting HP capsules obtained by defeating enemies. HP decreases when coming into contact with enemies or enemy projectiles, and when it reaches 0, the game is over. The player's maximum HP value will increase each time they level up.

ACTION ICON

Pressing the **SELECT** button on the controller will move the selected action icon from left to right. The active icon will have blue text, while the other icons will be white. Pressing the **B** button will allow you to use the selected weapon or item.

The active icon will turn blue and can be changed with the **SELECT** button

1B (BLADE)

You can attack with any blade that you currently have equipped.

2W (WEAPON)

Any weapon you have acquired can be used when equipped. Each weapon has a set amount of CP required for each use. Weapons cannot be used if you do not have enough CP.

3I (ITEM)

Players can use items they currently have. Each item has a set amount of CP required for each use. Items cannot be used if you do not have sufficient CP.

6 SUB-SCREEN

Pressing the **START** button during the game will open up the sub-screen. Pressing the **START** button again will return you to the main screen.

The sub-screen displays the upper limit of the player's attributes, the time elapsed since the start of the game, etc. By pressing the **SELECT** button, the panels showing blades, weapons, and items currently acquired by the player are displayed in order, and each can be equipped by pressing the **UP** and **DOWN** buttons.

① AREA

This indicates the current area number and the numbered alternate dimension that the player has entered (e.g., 1-2 or 2-2).

■ TIME

This indicates the total time elapsed since the start of the game to that point. Time only passes on the main screen; it stops when the sub-screen is displayed.

■ MAX CP (MAX CRYSTAL POWER)

This represents the current maximum CP that a player can obtain.

■ MAX HP (MAX HIT POINTS)

This represents the current maximum HP of the player.

■ N.EXP (NEXT EXPERIENCE)

This represents the EXP required to reach the next level.

2 SPECIAL ITEMS

Special items can be obtained by defeating enemies or received from allies, and their effects will be activated once the player obtains them.

COSMO POWER

This item allows you to destroy projectiles fired by enemies with a blade. However, it cannot destroy projectiles fired by bosses or mini-bosses.

COSMO BOOTS

This item increases the player's jumping power beyond its initial height.

COSMO PARTS

This item is required to use the Cosmo Boots.

COSMO EYE

This item can brighten up dark spaces within an area.

COSMO SUIT

This item can prevent damage inflicted by the seabed within an area.

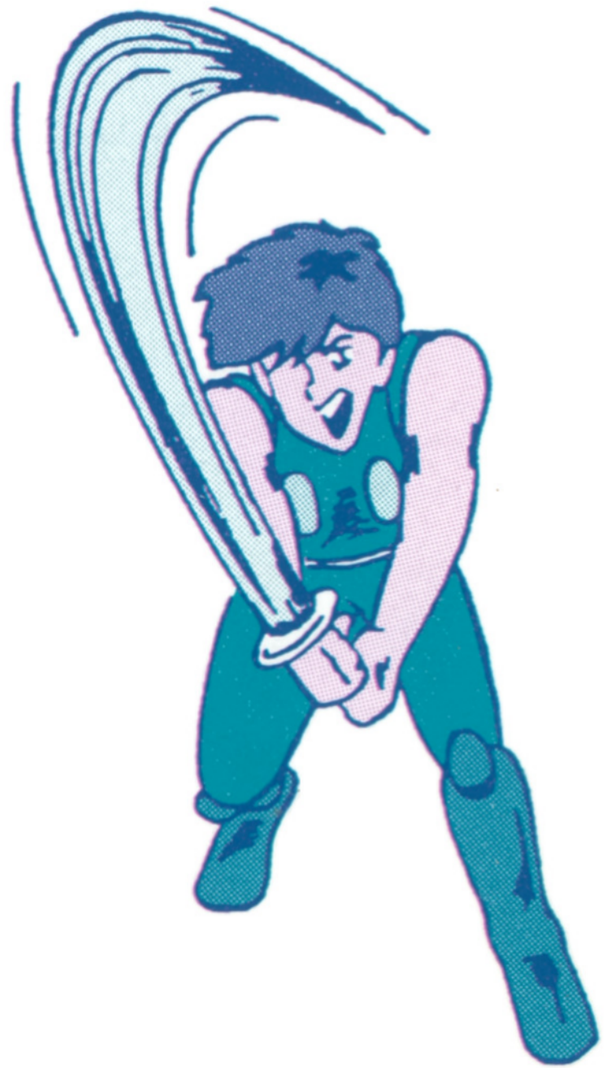
COSMO ARM

This item is necessary to use the player's most powerful weapon, the Cosmo Blade.

3 BLADES

This is the main weapon that the player uses to defeat enemies.
At the start of the game, you only have the Beam Blade. Blades can be obtained by defeating enemies or received from allies.

BLADE	LEVEL	EXP
BEAM BLADE	C~A	0~999
METAL BLADE	C~A	0~999
FIRE BLADE	C~A	0~999
LASER BLADE	C~A	0~999
THUNDER BLADE	C~A	0~999
HYPER BLADE	C~A	0~999
COSMO BLADE	F~A	---



Each of the six blades (other than the Cosmo Blade) has a level and EXP (Experience Points) that can be increased by defeating enemies. When an equipped blade reaches a certain amount of EXP, the blade's level will increase by one.

Each blade will start at level C and will increase to B and A depending on the blade's EXP value. With each level gained, the blade's strength will increase.

The Cosmo Blade does not have an EXP value, but its level will increase for each other blade that has reached level A. The Cosmo Blade has six levels, from F to A, and if all other six blades are at level A, the Cosmo Blade will reach level A as well, thus becoming the strongest blade.

④ WEAPONS

There are five different types of weapons that can be obtained by defeating mini-bosses that inhabit each area.

Weapons are used to inflict damage on enemies. When using a weapon, a certain amount of CP (Crystal Power) is consumed, and if you do not have enough CP, you will be unable to use it. Each weapon also has a special power that allows it to destroy walls and other objects within an area. You will need to collect all five weapons to clear the game.

HYPER RAY 5 CP

You can destroy red gates in an area by firing three shots at them.

COSMO BOOMERANG 10 CP

Certain walls can be destroyed by hitting them with three shots.

CAPSULE BOMBER 15 CP

The ground in some areas can be destroyed with a single bomb.

SPARK BALL 20 CP

Some walls in the seabed area can be destroyed with three shots.

PRISM WAVE 30 CP

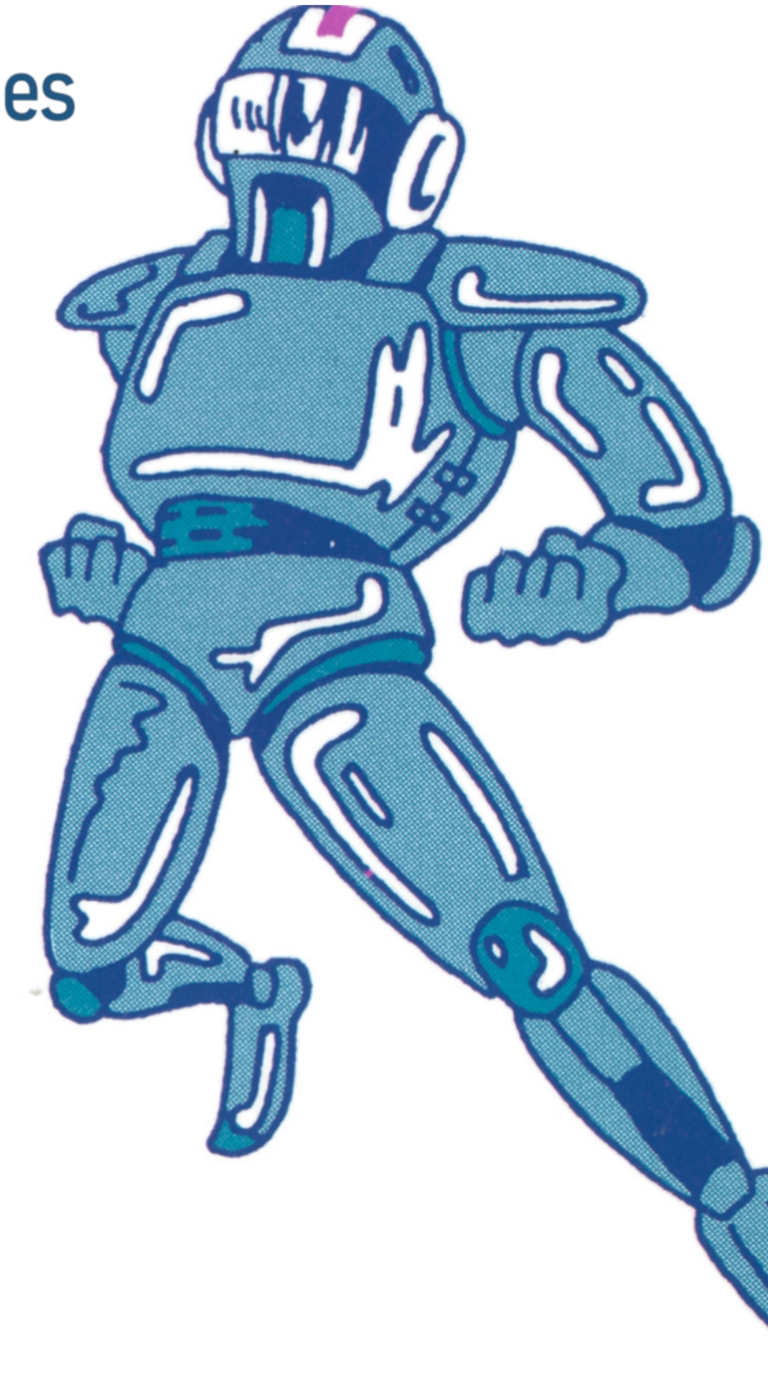
Certain walls in the final areas can be destroyed with three shots.

5 ITEMS

Nine types of items can be obtained from allies or by defeating enemies.

Some items give the player additional strength and power, while others are necessary to solve mysteries within each area.

When using an item, a certain amount of CP (Crystal Power) is consumed. If you do not have a sufficient amount of CP available, items cannot be used.



• ITEMS NEEDED FOR FINDING PASSAGES

■ STAR CRYSTAL 10 CP

Certain walls within some areas can be destroyed to reveal hidden elevators.

■ MOON CRYSTAL 20 CP

You can stop the flow of waterfalls in the area.

■ EARTH CRYSTAL 100 CP

Warp holes can be made to appear in certain locations.

■ COSMO CRYSTAL 120 CP

This can destroy barriers in areas and open passages.

• POWER-UP ITEMS

AUTO PROTECT 100 CP

The player will be transformed and will take half the normal damage from enemies and projectiles. While using Auto Protect, the GP meter will flash and stay active until the screen changes, allowing you to maintain the transformed state.

BLADE POWER 50 CP

The player can destroy mini-bosses and their projectiles with their blades. The effect lasts until the screen changes.

BARRIER SHIELD 80 CP

This will prevent damage in the barrier rooms the player is in. The effect will last until the screen changes.

LIFE CAPSULE 500 CP

The player can recover up to 1000 HP. HP can only be recovered up to the player's current maximum limit.

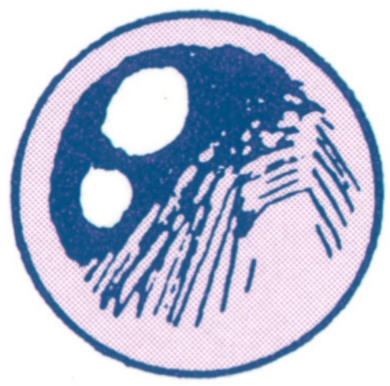
JET BOOTS 200 CP

Allows the player to fly through the air. The effect will automatically disappear after 16 seconds of use.

• POWER ITEMS

Power items appear when enemies are defeated and can be obtained by stabbing them with a blade.
There are three types of power items which allow the player to recover a certain amount of CP, GP, and HP.

CP CAPSULE



P CRYSTAL

HP CAPSULE

P CRYSTAL (PROTECT CRYSTAL)

This will restore a certain amount of the player's GP meter.
When you collect Protect Crystals and fill up your GP meter, you can transform, but the meter will decrease each time you are hit by an enemy or projectile. The amount of GP gained from P Crystals depends on the player's level.

CP CAPSULE (CRYSTAL POWER CAPSULE)

This will recover a certain amount of the player's CP.
The amount of CP recovered by a CP Capsule depends on the player's level.

HP CAPSULE (HIT POINT CAPSULE)

This will recover a certain amount of the player's HP.
The amount of HP recovered will depend on the player's level.

WHEN YOU DIE

When the player's HP reaches 0 during battle, the player dies and the screen changes to show two words: CONTINUE and END. At this time, you can move the cursor with the **SELECT** button and press the **START** button to confirm your choice.

※ Game data will automatically be saved when the player dies. To protect your data, do not turn off the NES without first pressing the reset button.

CONTINUE

This will return you to the starting point of the area where you last died. Your HP will be at its maximum, but your CP and GP will be set to 0 and you will lose EXP.

END

This will return you to the title screen.

8 GAMEPLAY TIPS

RED AND YELLOW GATES

There are two types of gates you may encounter: red and yellow. Red gates can be destroyed by hitting them with three shots of the Hyper Ray weapon. Yellow gates can be destroyed in two ways: by defeating all enemies on the screen, or by destroying the computer hidden within the area. The yellow gate at the start of an area cannot be destroyed.

CONVERSATION WITH THE ENEMY

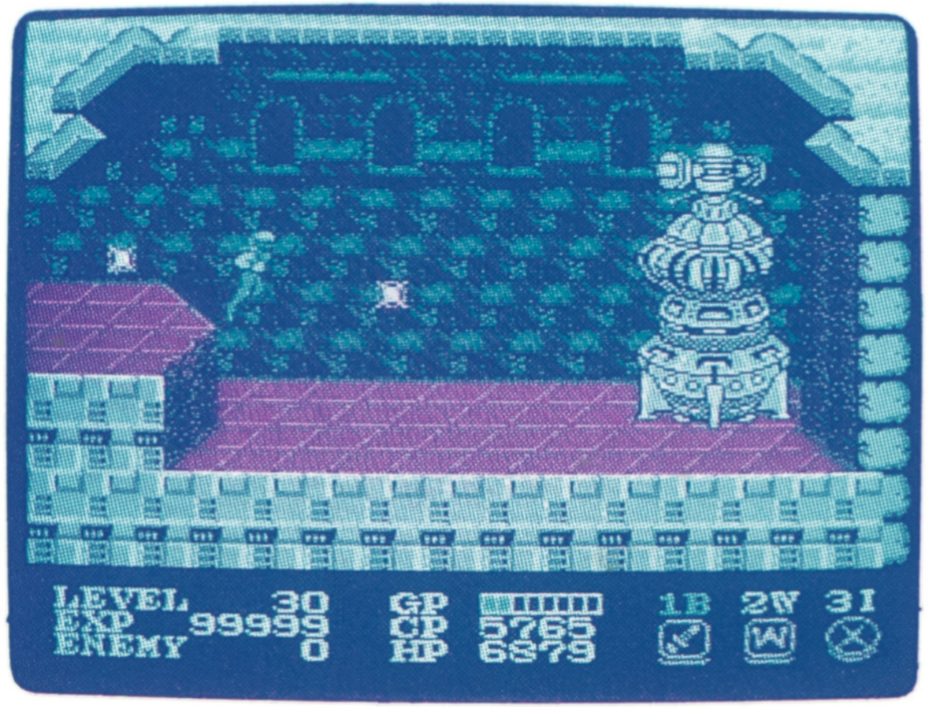
When the player enters certain specific rooms within an area, the game automatically enters a conversation mode where they must choose a YES or NO response. Depending on the player's answer, some enemies may share valuable advice, while others will engage in combat.

CONVERSATION WITH ALLIES

Some allies will give you items or hints on how to solve mysteries. With certain allies you encounter, the content of these conversations may vary depending on whether the player carries a certain item.

COMPUTERS

You may encounter hidden computers during your journey. Destroying a computer will cause a change somewhere in that area, such as the removal of yellow gates or the appearance of warp holes.



ALTERNATE DIMENSIONS

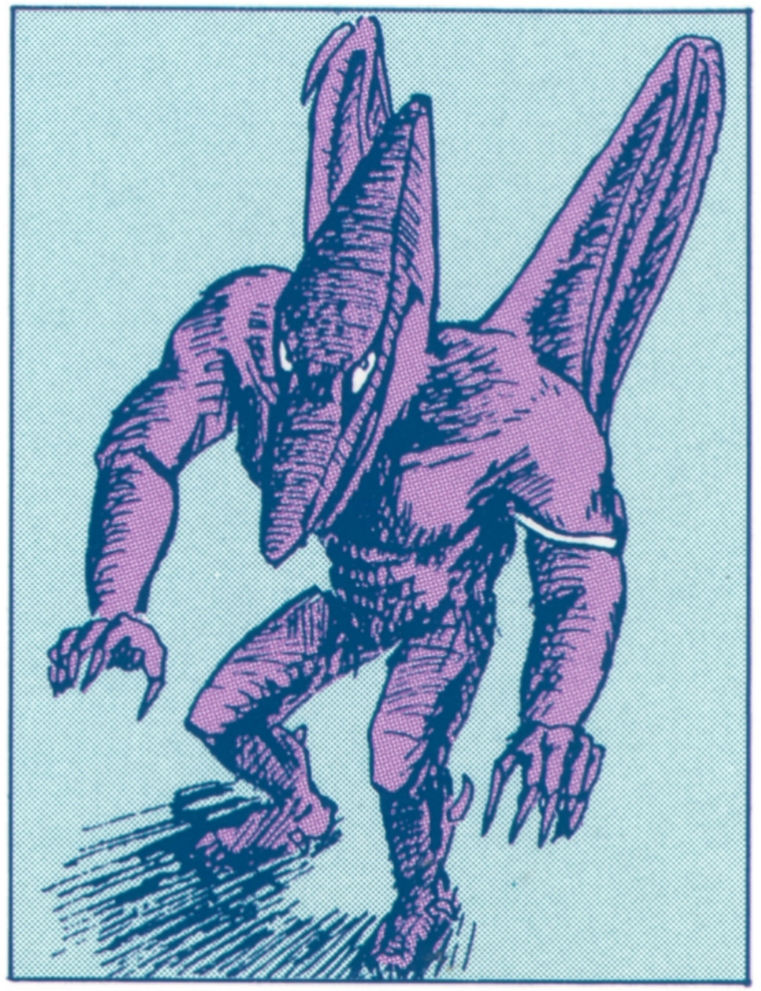
Each area has a hidden warp hole to another dimension, and players can warp there by pressing the **A** and **B** buttons simultaneously in front of one. In other dimensions, you can obtain blades and items, and then return to the original area via another warp hole you will find there. There is not necessarily only one alternate dimension in each area.

AREA BOSSES

Each area has a hidden boss room, and defeating the boss will allow you to move on to the next area. Bosses can only be damaged with the blades obtained in that particular area. Some armored bosses cannot be damaged by a blade without first being repeatedly weakened using a certain weapon, after which the boss's color will change. After you defeat a boss, an entrance to the next area will appear at the back of the room. Once the player crosses through that entrance, they will be unable to return to the previous area.

1 AREA STRATEGY

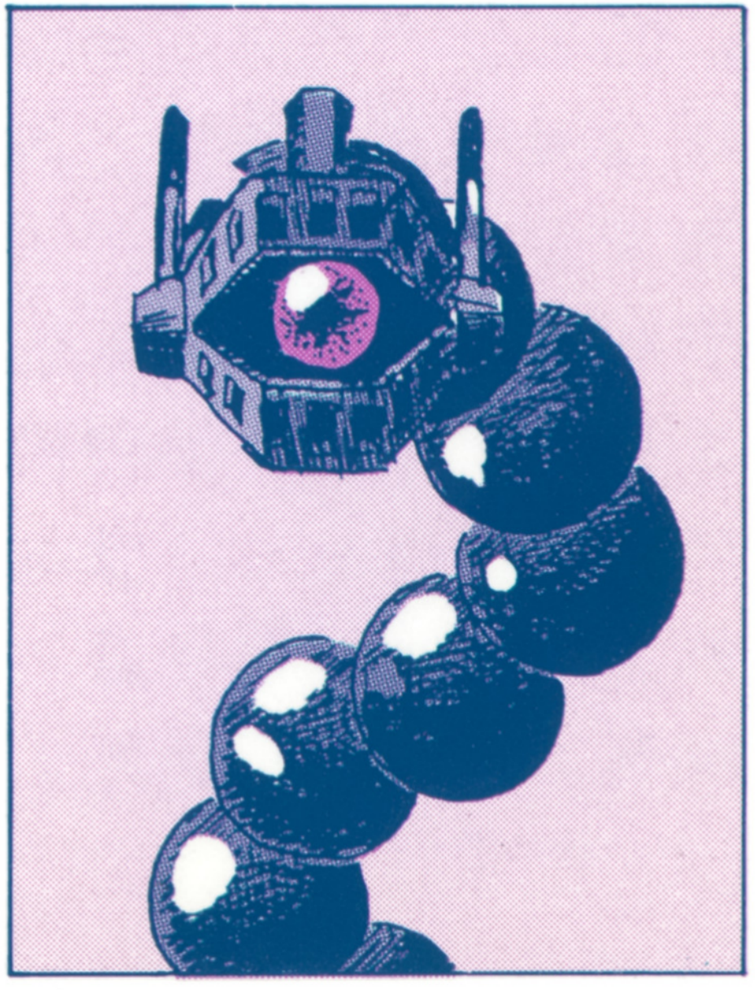
Start by taking some time to master Galivan's movement and attacks.
As you defeat the enemies that you encounter in this area, you will gain EXP and level up both yourself and the Beam Blade.
The Metal Blade is the only weapon that Little Demon can be damaged with, and the fight will be easier if you level up first. You can defeat him by attacking his head with an upward stab.



LITTLE DEMON

2 AREA STRATEGY

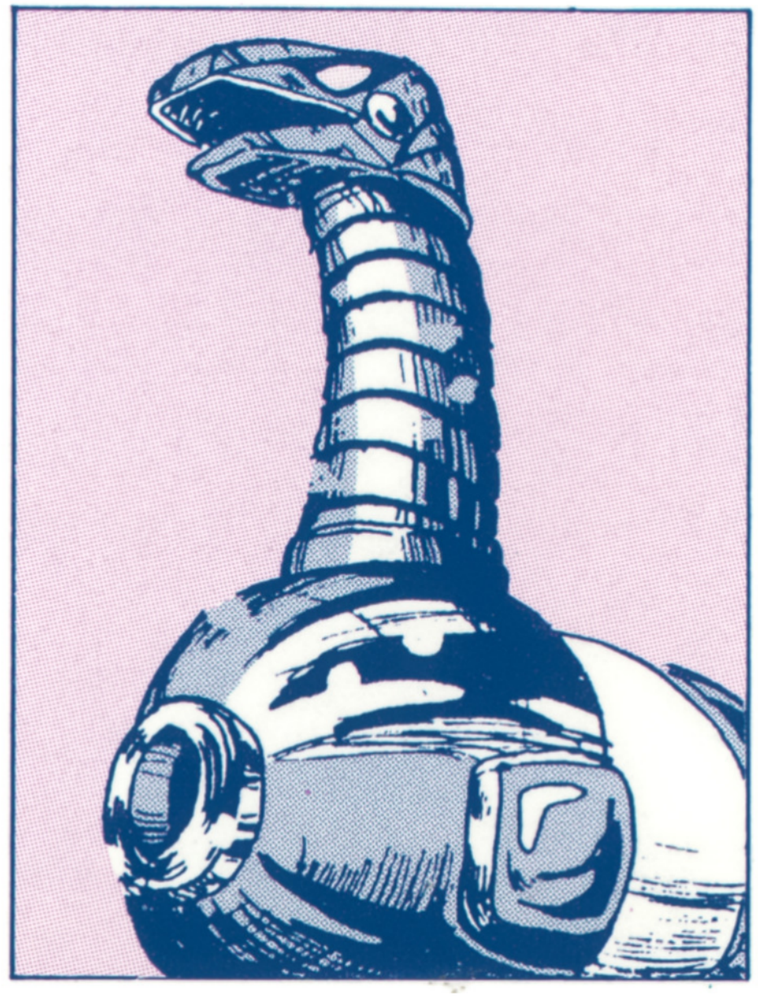
Start by finding your allies; they will provide you with valuable items and information.
This area contains two extra-dimensional areas where you can find important weapons. However, it will be impossible to travel to these alternate dimensions without first finding the Moon Crystal.
The boss of this area, Metal Snake, must first be weakened with a certain weapon before it can be damaged by the Fire Blade.



METAL SNAKE

3 AREA STRATEGY

There are some very dark rooms in this area, so finding the Cosmo Eye will be crucial to finding your way through them.
You will find allies that will help you on your way as you explore the alternate dimension.
Be careful, as there are fake warp holes in this area.
The boss of this area is the mechanical dragon Vakkos. Aim an overhead attack at its head with your Laser Blade!



VAKKOS

4 AREA STRATEGY

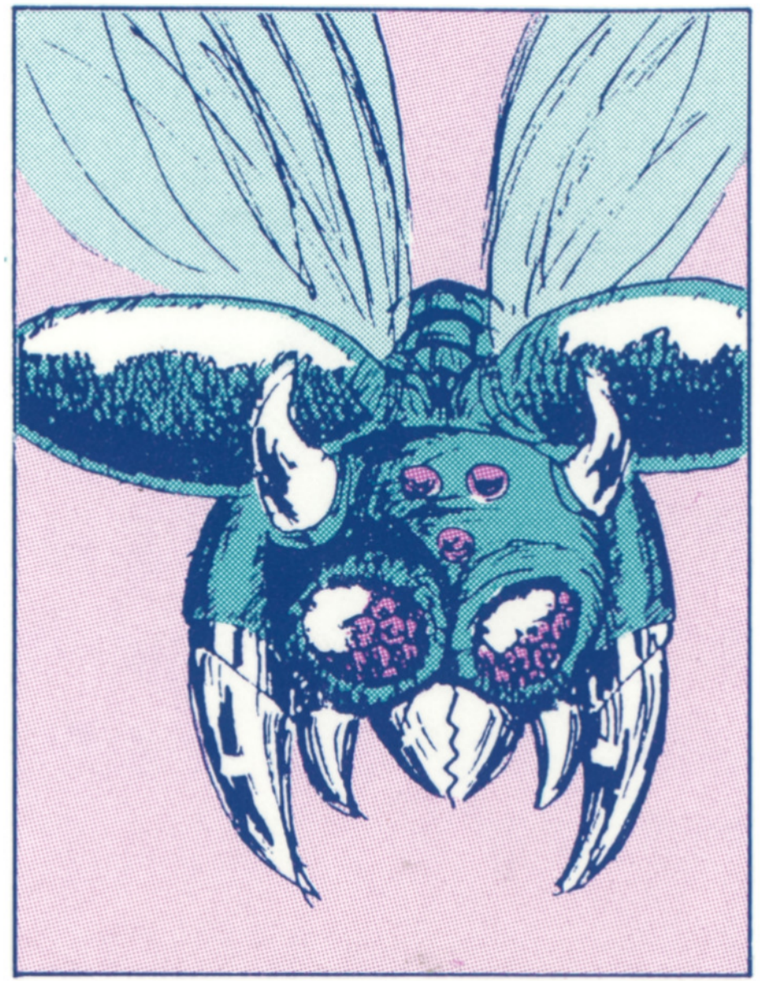
Most of this area is made up of a massive and dangerous ocean, so you should avoid the water until you have obtained the Cosmo Suit. The keys to finding the warp holes in this area are the Spark Ball and Capsule Bomber. Try using them in suspicious places once you find them.

Vermos guards the entrance to the next area. A special weapon is required to weaken this boss before it can be defeated with the Thunder Blade.

VERMOS

5 AREA STRATEGY

You cannot proceed through this area without first finding the Prism Wave!
This area contains a looping alternate dimension, so you must pay close attention to your surroundings in order to find the real warp hole. Make sure to keep your CP replenished so that you can use weapons and items when needed.
To defeat Flykeet, use a certain weapon to weaken him, then finish him off with the Hyper Blade.



FLYKEET

6 AREA STRATEGY

The Prism Wave is key in this area.

Even if you find the Cosmo Blade, it will start at level F, so you will need to find an ally who will help you level it up.
You will need a four-character password in order to destroy the final wall. Hints may be provided by both allies and enemies alike.
If your Cosmo Blade is at a high level, you may be able to defeat Lord Madius and restore peace to the universe.

LORD MADIUS

Nichibutsu
日本物産株式会社
〒530 大阪市北区天神橋1丁目12番9号
TEL (06)353-5211

●故障等のお問い合わせは、お買い求めのお店、もしくは上記まで

ファミリーコンピュータインフォメーション
TEL(06)351-3841

ゲーム攻略法などのお問い合わせにはお答えできません。ご了承ください。

INSTRUCTION MANUAL LOCALIZED BY CREAMYDIPS
BASED ON THE ENGLISH VIDEO GAME TRANSLATION BY JAIR & MO
SPECIAL THANKS TO AKANE_AKIYAMA FOR THE HIGH-QUALITY JAPANESE SOURCE

ファミリー コンピュータ・ファミコン は任天堂の商標です。